Abstract

Synchronous Play-out of Media Data Packets

In a digital audio transmission system media data packets (1021, 1022) are sent from a media source (101) to media sinks (e.g. loudspeakers) (1, 2). If a media data packet (1021, 1022) is received by a media sink (1, 2) and contains audio data belonging to an audio signal of e.g. a stereo signal, it is important that this

5 media data packet (1021, 1022) is played-out at the same moment as a media data packet (1021, 1022) containing an audio signal of the same stereo signal received by another media sink (1, 2), i.e. the media data packets (1021, 1022) must be played-out synchronously. To ensure this synchronous play-out of media data packets (1021, 1022) in different media sinks (1, 2), a common play-

10 out time (105) is determined by the media source (101) or the media sink (1, 2) and media data packets (1021, 1022) are buffered in a buffer (1041, 1042) until this common play-out time (105) is reached. The media source (101) or the media sink (1, 2) determine the common play-out time (105) on the basis of a global wallclock time, which is calculated on the basis of a sample clock time.

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(Fig. 1)